

In the Claims

1 1. (currently amended) A method for rendering, comprising:
2 defining a rendering request, the rendering request describing an
3 object to be rendered in a single rendering pipeline including a plurality of
4 stages connected serially to each other so that output of a previous stage
5 provides input to a next stage;
6 querying a progressive cache to determine a most finished cached
7 element ~~most~~ representing a display image satisfying the rendering request, the
8 progressive cache including a plurality of caches arranged to store cached
9 elements in a least finished to a most finished order, there being one cache
10 associated with each stage;
11 sending the most finished cached element to a starting stage of a
12 rendering pipeline for the object, the starting stage ~~associated with~~ being a
13 next stage of the rendering pipeline corresponding to the most finished
14 cached element; and
15 sending an output of the starting stage to an input of a next stage of
16 the rendering pipeline, a final stage of the rendering pipeline determining the
17 display image satisfying the rendering request.

1 2. (original) The method of claim 1 wherein an output of a stage of the
2 rendering pipeline is sent to the progressive cache.

1 3. (original) The method of claim 1 wherein the progressive cache comprises
2 a set of caches.

1 4. (original) The method of claim 3 wherein a particular cache in the set of
2 caches is a preprocessed shape descriptor cache.

1 5. (original) The method of claim 3 wherein a particular cache in the set of
2 caches is a distance field cache.

1 6. (original) The method of claim 3 wherein a particular cache in the set of
2 caches is a distance values cache.

1 7. (original) The method of claim 3 wherein a particular cache in the set of
2 caches is an antialiased intensities cache.

1 8. (original) The method of claim 3 wherein a particular cache in the set of
2 caches is a colorized image cache.

1 9. (original) The method of claim 6 wherein distance values for a component
2 of a pixel of the display image are stored in the distance values cache.

1 10. (original) The method of claim 9 wherein the distance values for the
2 component of the pixel of the display image are combined prior to
3 determining an antialiased intensity for the component of the pixel.

1 11. (currently amended) The method of claim 3 ~~wherein~~ further comprising:
2 compressing data stored in a particular cache in the set of caches is
3 compressed.

1 12. (original) The method of claim 1 wherein the progressive cache finds a
2 cache element using hashing.

1 13. (original) The method of claim 3 wherein the progressive cache
2 eliminates least recently used cached elements from a particular cache in the
3 set of caches when the particular cache is full.

1 14. (original) The method of claim 1 wherein the rendering pipeline
2 comprises a sequence of stages.

1 15. (original) The method of claim 14 wherein a particular stage in the
2 sequence of stages processes the rendering request.

1 16. (original) The method of claim 14 wherein a particular stage in the
2 sequence of stages determines a preprocessed shape descriptor.

1 17. (original) The method of claim 14 wherein a particular stage in the
2 sequence of stages determines a distance field.

1 18. (original) The method of claim 14 wherein a particular stage in the
2 sequence of stages determines distance values.

1 19. (original) The method of claim 14 wherein a particular stage in the
2 sequence of stages determines antialiased intensities.

1 20. (original) The method of claim 14 wherein a particular stage in the
2 sequence of stages determines a colorized image.

1 21. (original) The method of claim 1 wherein the starting stage associated
2 with the cached element is a next stage of a corresponding stage of a cache
3 of the progressive cache containing the cached element.

1 22. (original) An apparatus for rendering, comprising:
2 means for querying a progressive cache to determine a cached element
3 most representing a display image satisfying a rendering request for an
4 object;
5 means for sending the cached element to a starting stage of a
6 rendering pipeline for the object, the starting stage associated with the
7 cached element; and
8 means for sending an output of the starting stage to an input of a next
9 stage of the rendering pipeline, a final stage of the rendering pipeline
10 determining the display image satisfying the rendering request.

1 23. (original) A system for rendering, comprising:
2 a rendering pipeline including a plurality of stages connected serially
3 to each other so that output of a previous stage provides input to a next
4 stage, and a first stage is configured to receive a rendering request for an
5 object, and a last stage is configured to produce a display image
6 corresponding to the object;
7 a progressive cache including a plurality of caches arranged to store
8 cached elements in a least finished to a most finished order; and
9 a cache controller configured to route a most finished cached element
10 from the progressive cache to a next stage of a corresponding stage of the
11 rendering pipeline and the output of a stage of the rendering pipeline to a

12 corresponding cache of the progressive cache.